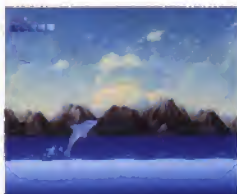


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ECCO THE DOLPHIN™

You are Ecco, a powerful young dolphin. A mysterious storm has swept your family from the sea. The search to find them will take you through vast underwater realms of treachery, beauty and adventure. Use your sonar to discover hidden caverns and unlock the secrets of crystal glyphs.



Charge packs of bloodthirsty sharks. Dive deep...but don't linger too long, because you're a mammal and need air to breathe. In your quest, you'll discover that more than your family's safety is at stake. The fate of the whole world rests on your wits and fins.

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- Knife through the waters, flip above the waves, with motions created from real dolphins.



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INSTRUCTION MANUAL

Epilepsy Warning

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Handling Your Sega Cartridge

- The Sega Genesis Cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Cartridge.

Warning to Owners of Projection TVs:

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



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For game play help, call 1-415-591-PLAY

X-Treme Danger!

The Uncanny X-Men are on the move! Born of the mutating powers of the atom, the X-Men match their extraordinary abilities against a force so powerful, it could mean their total destruction!

The malevolent Magneto has devised the world's deadliest computer virus. From his asteroid command center in deep space, the malicious master villain beams the virus toward Earth. Its target: the main computer in the Danger Room. Its sole purpose: to destroy the X-Men!

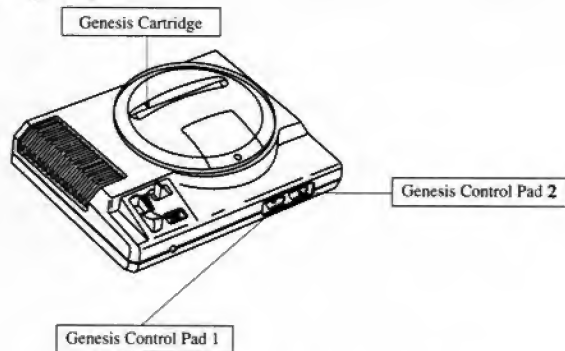


In the Danger Room, each training session becomes more perilous and painful as the terminally infected computer breaks down. Murderous troops ambush the X-Men in every zone, through jungles, spaceports, burnt-out factories — even in outer space. The X-Men attack one on one, or join forces to double-team the vile armies of their mad but masterful archenemy.



Gambit, Nightcrawler, Wolverine and Cyclops head up the assault squad. Their opponents: Juggernaut, Sabretooth, Mojo, Deathbird and a legion of trained assassins. As the battles rage, the X-Men must strain their mutant powers to the fullest to ram through the onslaught of deadly forces — and face the final concussive counterstrike on Asteroid M!

Setting Up



1. Set up the Genesis System and plug in control pads 1 and 2. (For 1 Player games, you'll only need one control pad.)
2. With the power switch **off**, place the *X-Men* cartridge into the cartridge slot and press it down **firmly**.
3. Turn the power switch **on**. The License and Sega screens appear, followed by the Title screen.
4. Press the **Start** button on either control pad to begin.

— OR —

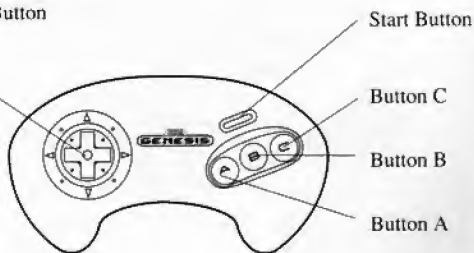
Do nothing, and in a few moments you'll see a game demo. Press **Start** to return to the Sega screen. When you see the Title screen, press **Start** again to begin.

Important:

- If you don't see the Sega screen, turn the power switch **off**. Check your Genesis setup, make sure the cartridge is **firmly** inserted in the console, and then turn the power switch **on** again.
- Always turn the power switch **off** when you're inserting or removing the cartridge.

Take Control!

Directional Button
(D-Button)



START

Press the **Start Button** to:

- Start the game.
- Activate your selection on any menu:
Difficulty menu, see page 6;
Danger Room, see pages 7-9;
X-Men menu during combat, see page 15.

D-BUTTON

Use the **D-Button** to:

- Highlight the options on any menu.
- Move your X-Men LEFT and RIGHT.
- Crouch by pressing DOWN.

BUTTON A

Press **Button A** to:

- Use your mutant power. (See pages 11-14.)
- Call in other X-Men. (See page 15.)

BUTTON B

Press **Button B** to:

- Attack. (See pages 11-14.)

BUTTON C

Press **Button C** to:

- Jump. Hold down the button for higher jumps.
- Press **Button C + D-Button LEFT or RIGHT** to jump in those directions.
- For Gambit and Cyclops, press twice for a spin jump. For Nightcrawler, press twice for a super high somersault jump. (See pages 11-14.)

BUTTONS C + B

Press **Buttons C + B** to:

- Use your special attack. (See pages 11-14.)

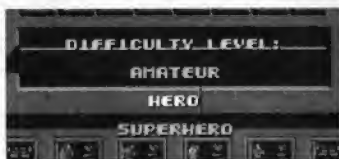
Choosing a Difficulty Level

Press the **Start** button on the Title screen. Magneto's sneering taunts echo across the airwaves as his transmitter beams the world's deadliest computer virus to Earth. In a few moments, the Difficulty menu appears.



To choose your difficulty level:

1. Press the **D-Button** on either control pad UP or DOWN to highlight the level you want.
2. Press **Start** to select that level and go on to the Danger Room.

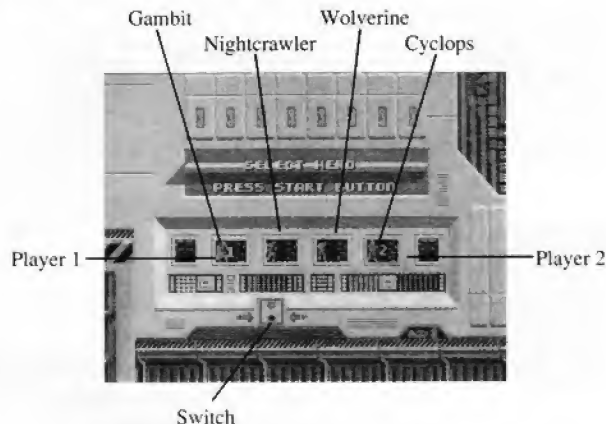


Amateur: For beginners. You'll fight the least number of enemies, and you can only battle through three zones.

Hero: Take this challenge when you're feeling tough and have a pretty good handle on your button controls.

Superhero: Plunge into a rampaging horde of endless attackers. Experts only!

Choosing Your X-Men



Use the Danger Room to set up your X-Men front line. Selection Box 1 shows Player 1's choice; Box 2 is Player 2's pick.

To choose your X-Men:

1. Press the **D-Button** RIGHT or LEFT to move your selection box.
2. Press **Start** to see a short biography of the highlighted superhero. Press the **D-Button** DOWN to scroll through the complete bio. (See page 8 also.)
3. Use the **D-Button** again to move the selection box and see a different bio. (Or press **Button A, B** or **C** to close the bio before moving the box.)
4. Press **Start** to choose the highlighted hero.

Note: You can switch X-Men any time you're in the Danger Room. Crouch in front of the switch and punch it (**D-Button** DOWN + **Button B**) to start the selection process.

X-Men Front Line



GAMBIT

Real Name: Remy Lebeau

Best Physical Attributes: Extremely agile, crafty and quick with his hands.

Mutant Power: Throws energy-charged cards that explode on impact.



NIGHTCRAWLER

Real Name: Kurt Wagner

Best Physical Attributes: A small, lithe body for panther-like attacks.

Mutant Power: Instantly teleports from one spot to another by transmuting through an unknown dimension.



WOLVERINE

Real Name: Logan

Best Physical Attributes: Superhuman athletic abilities and quick-healing powers.

Mutant Power: Slashes his adamantium claws with deadly accuracy.



CYCLOPS

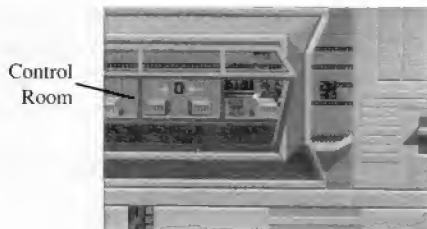
Real Name: Scott Summers

Best Physical Attributes: Strength, tenacity and agility.

Mutant Power: Shoots a lethal, concussive optic blast from his eyes.

Note: Storm, Rogue, Archangel, Iceman and Jean Grey back up the front-line foursome in do-or-die emergencies. See pages 16-17.

Using the Danger Room



The Danger Room is your headquarters. Use it to enter the next combat zone and re-energize between zones.

- After choosing your X-Men (page 7), test out your jumps and moves on the Danger Room platforms. In a few moments, you'll be transported automatically to a combat zone.
- If you don't want to wait, climb to the control room in the upper left of the Danger Room. Once inside, you'll transport immediately to the next combat zone.
- You return to the Danger Room when you clear a zone. Punch at the orbs that hang in the air to restore your health and mutant power. (In the later zones, these energizing orbs will whip through the air and be harder to catch.)
- Use the Danger Room switch (see page 7) to choose other X-Men, and restore their health and powers with the orbs before starting the next level.
- You return to the Danger Room when your superhero is destroyed. After choosing a different combatant, you'll re-enter your last zone for another try. (Once a hero is destroyed, you cannot choose him again.)
- Professor X appears between zones to update you on what's happening and what to expect next!

X-Treme Action!



Magneto's malignant virus is rapidly corrupting the Danger Room's computer. You must defeat the program before it destroys you. Keep these facts in mind:

- Your health decreases with every hit you take. If your health bar disappears, your hero is destroyed and you return to the Danger Room. If all four X-Men are overcome this way, Magneto triumphs!
- When two X-Men stand together and overlap, they share health. This is a great last-ditch survival tactic when a teammate's health is dangerously low.
- Wolverine alone has the power to heal himself. His health bar refills automatically if he remains unharmed.
- Your mutant power decreases each time you use it. But it also slowly regenerates between uses. Take care how you use this unique ability. If the bar zeroes out, your power disappears with it.
- Danger lurks in every corner. Your assailants fight dirty and attack from all directions.
- Every combat zone is a maze. You must find hidden passages, punch switches to control doors, and push levers to shift impassable obstacles. Test everything, including wall panels, to see what they do.

Combat X-Pertise

Gambit

Button A: Hurl a lethal burst of energy-charged cards.

Button B: Punch.

D-Button DOWN + Button B: Slash with his staff from a crouched position.

Button C + Button B: Slash while jumping.

Button C twice: Spin jump.

Button C twice, very rapidly: Super high jump.

Button C twice + Button B: Spin slash attack.



Nightcrawler

Button A: Teleport through obstacles. Before pressing **Button A**, use the **D-Button** to aim his teleportation.

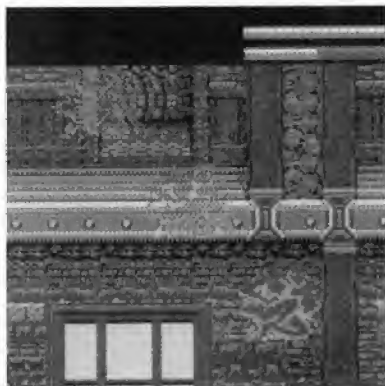
Button B: Punch.

D-Button DOWN + Button B: Kick from a crouch.

Button C + Button B: Diving jump.

Button C: Somersault jump.

Button C twice: Super high somersault jump.



Wolverine

Button A: Extend his lethal claws. Press **Button B** to attack; press **Button A** again to withdraw the claws.

Button B: Punch.

D-Button DOWN + Button B: Punch from a crouch.

Button C + Button B: Lunging slash. Press **Button A** first to extend his claws.

Button C twice: Spin slash with his deadly claws. Press **Button A** first to extend his claws.

Button C twice, very rapidly: Super high jump.

Note: If you try to use Wolverine's claws (**Button A**) when he has no mutant ability left, he slashes wildly in a Berserker rage. If he has very little health left, his Berserker fury could be fatal!



Cyclops

Button A: Flatten enemies with his deadly eye-beam.

Button B: Punch.

D-Button DOWN + Button B: Punch from a crouched position.

Button C + Button B: Flying kick.

Button C twice: Spin jump.

Button C twice, very rapidly: Super high jump.

Button C twice + Button A: Optic blast spin attack.



Switching X-Men & Calling In Reinforcements

You can change superheroes during combat, so the teammate with the best ability for the job can get it done. For example, call on Nightcrawler's teleportation powers to infiltrate lethal obstacles. You can switch X-Men a different number of times in each combat zone (see pages 19-21). You can also call in five other X-Men for backup assists.



To switch X-Men or call in reinforcements:

1. Press **Start** during combat to see the X-Men menu.
2. Use the **D-Button** to move the selection box to the superhero you want.
3. Press **Start** to select that hero and return to battle. The combatant you chose appears next to your strength bar in a flashing box.
4. Press **Button A** to call that superhero into battle.
 - Gambit, Nightcrawler, Wolverine or Cyclops will replace your current combatant.
 - Rogue, Archangel, Iceman, Storm and Jean Grey provide immediate backup help.

Note: X-Men who are X'd out are not available.

X-Men Backup Team

ROGUE

Real Name: Unknown

Mutant Power: Superhuman strength, flight and the ability to absorb the powers and memories of others.

History: Unable to cope with the collective memories she had absorbed from various people, Rogue, a former evil mutant, begged Professor X to help her retain her sanity. She now fights with the Blue Strike Force.

Backup Assist: Punches out enemies.



ARCHANGEL

Real Name: Warren Worthington III

Mutant Power: Possesses organic metal wings that shoot razor-sharp blades and give him supersonic flight.

History: Formerly Angel of the original X-Men, Warren was captured and transformed by Apocalypse to become his Angel of Death. With the help of the X-Men, he rebelled and now fights with the Gold Strike Force.

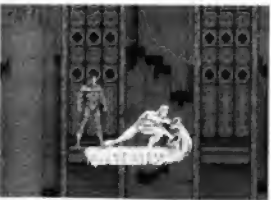
Backup Assist: Makes three strafing passes while firing a hail of projectiles.



ICEMAN

Real Name: Robert Drake

Mutant Power: Projects blasts of super-intense sub-zero cold to create structures of ice.



History: About to be hanged by mutant-fearing townspeople, Robert was saved by Cyclops, who convinced him to join the original X-Men. Robert now fights in the Gold Strike Force.

Backup Assist: Paves an ice trail to bridge impassable chasms.

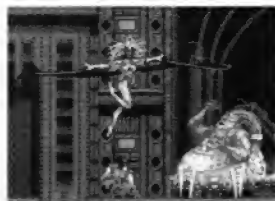
STORM

Real Name: Ororo Munroe

Mutant Power: Manipulates the weather to create hurricane-force winds, lightning, rain or snow.

History: Storm was worshipped as a weather goddess in Africa when Professor X asked her to join the X-Men and use her powers for the good of all humankind. She leads the Gold Strike Force.

Backup Assist: Hurls violent tornado-force winds.



JEAN GREY

Real Name: Jean Grey

Mutant Power: Telepathic and telekinetic powers.

History: As a child, Jean was traumatized when she telepathically experienced the death of a friend. Professor X provided therapy and taught her to control her mutant abilities. She fights in the Gold Strike Force.

Backup Assist: Automatically rescues X-Men who plummet off the screen. In 2 Player games, you can call on her when two X-Men are separated and can't advance. She'll bring the superhero who's farther ahead (to the right) back near the less-advanced combatant.



Power-Ups

Watch for Power-Ups and grab all you can. They might be out in the open, disguised as something else, or locked in secret rooms.



Yellow X's restore your health.
Blue X's restore your mutant ability.



Grab **X-Men** to replace backup heroes you've already used. The superhero you gain is shown in the Power-Up. (You can only have one of each backup hero at a time. You can't hold these Power-Ups in reserve.)



Keys open doors and turn off devices.

Fighting the Archvillains

Clearing each zone brings you face to face with an ugly, murderous archvillain. His or her strength bar appears at the bottom of the screen. Attack with everything you've got, forcing the villain to weaken and retreat.



Archvillain's
Strength Bar

Combat Zones

The Savage Land

Battle a bloodthirsty tribe of leopardmen while escaping the deadly whistle of prehistoric giant bees. Conquer an attack of pterosaurs to face Juggernaut, the enraged primate pugilist. You can switch X-Men **four** times in this zone.



Shi'ar Empire

Droves of Sentinels attack as you battle through the compound and hijack a space shuttle. Next stop: Deathbird's Palace! You can switch X-Men **three** times in this zone.



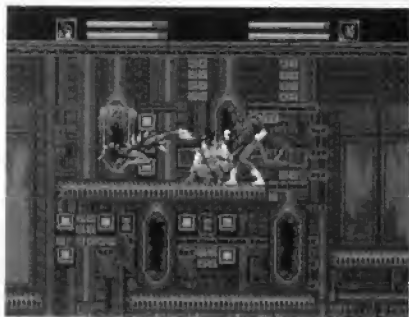
Excalibur's Lighthouse

Plunge to the edge of insanity in a massive castle haunted by visions of your fellow X-Men. Find the secret escape from this puzzling house of horrors. You can switch X-Men **twice**.



Ahab's Future World

Dive over pitfalls, hurdle toxic ooze and dodge electronic booby traps to stay ahead of Ahab's minions. Smash open wall panels to get the jump on the nasty mutant life forms. You can switch X-Men **twice**.



Mojo's Crunch

Dodge deadly columns of searing flame. Scale walls and cross bottomless shafts on disappearing platforms. Battle Mojo, a jeering, spineless monstrosity, to clear the zone before time runs out! You can switch X-Men **once** only.



Asteroid M

Magneto's asteroid stronghold is a maze of hidden corridors, patrolled by soldiers armed with an invincible force field. To resist is certain death! You can switch X-Men **three** times.



X-Credits

- Producer:* E. Ettore Annunziata
- Programming:* Jeff Fort, Ray Fredricks,
John Bojorquez, Allan Wise
- Art:* Bruce Straley, Mira Ross,
Steven Ross
- Sound and Music:* Fletcher Beasley
- Design:* Bruce Straley, Jeff Fort,
Steven Ross, Mira Ross
- Marketing:* Scott Steinberg
- Lead Test:* Vy Nong, Steve Patterson,
Joe Cain
- Test:* Tony Lynch, Jason Kuo,
Erik Wahlberg, Harry Chavez,
Eric Rawlins, Keith Higashihara,
Greg Becksted, Vince Nason,
Dianna Myers, Dave Forster,
Casey Grimm, Bill Person,
Jon Van, Greg Fleming,
Dermot Lyons, John Russell,
Jill Schwartz, Chris Sinclair,
Siegie Stangenberg,
Ben Szymkowiak, Conan Tigar,
Jeff Todd
- Manual:* Carol Ann Hanshaw, Vy Nong
- Special Thanks:* Sam Kjellman, Jay Smith,
Steve Apour, Gloria Birulin

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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